

AMENDMENTS TO THE CLAIMS

1-90. (Canceled)

91. (Currently Amended) An electronic gaming unit for ~~allowing a user to play of a video~~ gambling game, the electronic gaming unit comprising:

a display unit configured to generate ~~capable of generating color~~ images;

[[a]] an internal time generator configured to generate ~~that generates~~ an internal time signal ~~within the electronic gaming unit~~ indicative of a time of day;

an input device configured to receive ~~that allows the user to make an~~ input;

a currency accepting mechanism configured to accept ~~that is capable of allowing the user to deposit~~ a medium of currency; and

a controller operatively coupled to the display unit, the time generator and the input device, the controller comprising a processor and a memory operatively coupled to the processor, the controller being programmed to:

~~allow the user to make a wager after the currency accepting mechanism detects deposit of currency by the user;~~

receive a signal from the input device indicating the gambling game to be played from a selection of gambling games available to be played, wherein the signal is generated in response to input;

display ~~cause~~ a sequence of ~~video~~ images ~~to be generated~~ on the display unit ~~after the currency accepting mechanism detects deposit of currency by the user,~~ the sequence of ~~video~~ images representing ~~a video~~ the selected gambling game;

receive the time signal from the time generator when the electronic gaming unit is operational ~~and can allow the user to select and to play the gambling game;~~

change the selection of gambling games available to be played in response to the time signal when the electronic gaming unit is operational, thereby changing the selection of gambling games available to be played by the controller without requiring additional input;

change a minimum bet to be inputted via the input device for the selected ~~video~~ gambling game in response to the time signal when the electronic gaming unit is operational ~~and can allow the user to play the selected gambling game,~~ thereby changing the minimum bet by the controller without requiring additional input;

change a payout percentage for the electronic gaming unit in response to the time signal when the electronic gaming unit is operational ~~and can allow the user to~~

~~play the selected gambling game~~, thereby changing the payout percentage by the controller without requiring additional input;

change a brightness of the display unit in response to the time signal when the electronic gaming unit is operational ~~and can allow the user to play the selected gambling game~~, thereby changing the brightness by the controller without requiring additional input;

change a theme of the selected ~~video~~ gambling game in response to the time signal when the electronic gaming unit is operational ~~and can allow the user to play the selected gambling game~~, thereby changing the theme by the controller without requiring additional input; ~~and~~

~~the controller being programmed to~~ determine, after the sequence of images has been displayed, an outcome of the selected ~~video~~ gambling game represented by the sequence of images; ~~and to~~

determine a currency payout associated with the outcome of the selected ~~video~~ gambling game.

92-93. (Cancelled)

94. (Previously Presented) The electronic gaming unit of claim 91 additionally comprising an audio speaker and wherein the controller is programmed to change a volume emitted from the speaker in response to the time signal.

95-99. (Canceled)

100. (Currently Amended) The electronic gaming unit of claim 91 wherein the controller is programmed to change a denomination for the ~~deposit~~ medium of currency required to begin ~~for the video selected~~ gambling game in response to the time signal.

101. (Original) The electronic gaming unit of claim 91 wherein the controller is programmed to replace a first available bonus game for a second available bonus game in response to the time signal.

102. (Original) The electronic gaming unit of claim 101 wherein the first available bonus game is associated with a first potential payout and the second available bonus game is associated with a second potential payout.

103. (Currently Amended) An electronic gaming unit for ~~allowing a user to play~~ of a user selected video gambling game, the electronic gaming unit comprising:

a display unit configured to generate ~~capable of generating color~~ images;

a time generator configured to generate ~~that generates~~ a time signal indicative of a time of day;

an input device configured to receive ~~that allows the user to make an~~ input;

a currency accepting mechanism configured to accept ~~that is capable of allowing the user to deposit~~ a medium of currency; and

a controller operatively coupled to the display unit, the time generator and the input device, the controller comprising a processor and a memory operatively coupled to the processor, the controller being programmed to: ~~allow the user to make a wager after the currency accepting mechanism detects deposit of currency by the user,~~

~~the controller being programmed to~~

receive a signal from the input device indicating the gambling game to be played from a selection of gambling games available to be played, wherein the signal is generated in response to input;

display ~~cause~~ a sequence of ~~video~~ images ~~to be generated~~ on the display unit ~~after the currency accepting mechanism detects deposit of currency by the user,~~ the sequence of ~~video~~ images representing the selected ~~a video~~ gambling game;

~~the controller being programmed to allow the user to select a video gambling game to play,~~

change the selection of gambling games available to be played in response to the time signal;

~~the controller being programmed to change a denomination for the~~ medium ~~deposit~~ of currency required to begin the selected ~~video~~ gambling game in response to the time signal; ~~[[,]]~~

~~the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the selected video gambling game represented by the sequence of images; and to~~

determine a currency payout associated with the outcome of the selected ~~video~~ gambling game.

104. (Currently Amended) The electronic gaming unit of claim 103 wherein the time generator comprises an internal clock configured to generate ~~that generates~~ the time signal.

105. (Currently Amended) The electronic gaming unit of claim 103 wherein the time generator is configured to receive ~~receives~~ the time signal from a location external to the gaming unit.

106. (Previously Presented) The electronic gaming unit of claim 103 additionally comprising an audio speaker and wherein the controller is programmed to change a volume emitted from the speaker in response to the time signal.

107. (Previously Presented) The electronic gaming unit of claim 103 wherein the controller is programmed to change a payout percentage in response to the time signal.

108. (Original) The electronic gaming unit of claim 103 wherein the controller is programmed to change a brightness of the display unit in response to the time signal.

109. (Canceled)

110. (Currently Amended) The electronic gaming unit of claim 103 wherein the controller is programmed to change a theme of the selected ~~video~~ gambling game in response to the time signal.

111. (Original) The electronic gaming unit of claim 103 wherein the controller is programmed to change a frequency of occurrence of a bonus game in response to the time signal.

112. (Original) The electronic gaming unit of claim 103 wherein the controller is programmed to replace a first available bonus game for a second available bonus game in response to the time signal.

113. (Original) The electronic gaming unit of claim 112 wherein the first available bonus game is associated with a first potential payout and the second available bonus game is associated with a second potential payout.

114-132. (Canceled)

133. (Currently Amended) An electronic gaming unit for ~~allowing a user to play of a video~~ gambling game, the electronic gaming unit comprising:

- a display unit;

- a time generator configured to generate ~~that generates~~ a time signal indicative of a time of day;

- an input device configured to receive ~~that allows the user to make an~~ input;

- a credit accepting mechanism configured to accept ~~that is capable of allowing the user to deposit~~ a medium of credit; and

- a controller operatively coupled to the display unit, the time generator and the input device, the controller comprising a processor and a memory operatively coupled to the processor, the controller being programmed to:

 - receive a signal from the input device indicating the gambling game to be played from a selection of gambling games available to be played, wherein the signal is generated in response to input,

 - change the selection of gambling games available to be played in response to the time signal,

 - determine, after a sequence of images has been displayed, an outcome of the ~~video~~ selected gambling game represented by the sequence of images, ~~and to~~

 - determine a currency payout associated with the outcome of the ~~video~~ selected gambling game, ~~and~~

 - ~~the controller being programmed to change a frequency of occurrence of a bonus game in response to the time signal.~~

134. (Currently Amended) The electronic gaming unit of claim 133 wherein the time generator comprises an internal clock configured to generate ~~that generates~~ the time signal.

135. (Currently Amended) The electronic gaming unit of claim 133 wherein the time generator is configured to receive ~~receives~~ the time signal from a location external to the gaming unit.

136. (Previously Presented) The electronic gaming unit of claim 133 additionally comprising an audio speaker and wherein the controller is programmed to change a volume emitted from the speaker in response to the time signal.

137. (Previously Presented) The electronic gaming unit of claim 133 wherein the controller is programmed to change a payout percentage in response to the time signal.

138. (Previously Presented) The electronic gaming unit of claim 133 wherein the controller is programmed to change a brightness of the display unit in response to the time signal.

139. (Currently Amended) The electronic gaming unit of claim 133 wherein the controller is programmed to change a theme of the ~~video~~ selected gambling game in response to the time signal.

140. (Previously Presented) The electronic gaming unit of claim 133 wherein the controller is programmed to replace a first available bonus game for a second available bonus game in response to the time signal.

141. (Previously Presented) The electronic gaming unit of claim 141 wherein the first available bonus game is associated with a first potential payout and the second available bonus game is associated with a second potential payout.

142. (Cancelled)

143. (Currently Amended) The electronic gaming unit of claim 133, wherein the controller is programmed to change a denomination for the ~~deposit~~ medium of credit required to begin the ~~video~~ selected gambling game in response to the time signal.

144. (Previously Presented) The electronic gaming unit of claim 133, wherein the controller is programmed to change a maintenance schedule of the gaming unit in response to the time signal.

145. (Previously Presented) The electronic gaming unit of claim 91 wherein the controller is programmed to change a maintenance schedule of the gaming unit in response to the time signal.

146. (Previously Presented) The electronic gaming unit of claim 103 wherein the controller is programmed to change a maintenance schedule of the gaming unit in response to the time signal.